Probabilistic Programming Languages (PPL)

MPRI 2.40 - 2024/2025

Christine Tasson

Septembre, the 18th

Course

Thematics, teachers, notation

Probabilistic Programming

Thematics: Programming Languages

Measure Theory & Statistical Inference Algorithms Semantics, Syntax & Implementation Static Analysis

Notation: 30% take-home assignment + 70% written exam

Material: MPRI 2.40 - Lectures material on github

Teachers



G. Baudart IRIF - INRIA



X. Rival



C. Tasson LIP6 - Supaero

Introduction

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Langage and Modeling

Probabilistic Programming

Paradigm that allows to model uncertainty through probability distribution and to handle them through stochastic process. Generation and inference are automated.

Specific Languages or libraries

```
Stan, Gen.jl, Pyro,...
```

Used for modeling in

```
vision (image generation),
robotics (planification),
health (epidemiologie),
social sciences (opinion poll),...
```

Today's schedule

Principles of probabilistic programming

Programs & simulation

Statistical learning, conditioning & bayesian inference

Modeling with μ –PPL

https://github.com/gbdrt/mu-ppl

Examples & exercises

Mathematical tools

Random Variables

The Law of Large Numbers

Bayes formula and importance sampling

Principles of PPL

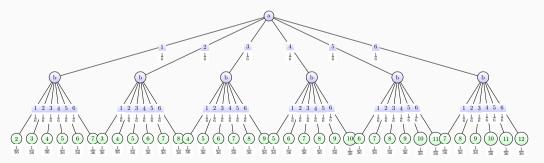
Enumeration

```
\begin{aligned} \text{def dice()} &\rightarrow \text{int:} \\ &a = \text{sample}(\text{RandInt}(1, \, 6), \, \text{name="a")} \\ &b = \text{sample}(\text{RandInt}(1, \, 6), \, \text{name="b")} \\ &\text{return a} + b \end{aligned}
```

```
\begin{aligned} \text{def dice()} &\rightarrow \text{int:} \\ &a = \text{sample}(\text{RandInt}(1,\,6),\,\text{name="a")} \\ &b = \text{sample}(\text{RandInt}(1,\,6),\,\text{name="b")} \\ &\text{return a} \,+\, b \end{aligned}
```

It simulates the **random variable** dice: "The sum of the values output by the two independent fair dice."

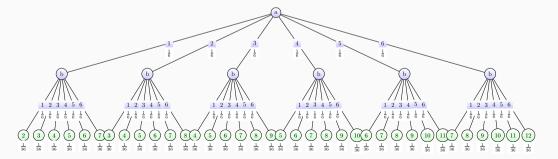
At each execution, the operator sample **simulates** a random variable with Uniform law on $\{1, \ldots, 6\}$.



How to compute the law of the random variable associated to this program ?

```
\begin{aligned} & \text{def dice}() \rightarrow \text{int:} \\ & a = \text{sample}(\text{RandInt}(1, 6), \text{name="a"}) \\ & b = \text{sample}(\text{RandInt}(1, 6), \text{name="b"}) \\ & \text{return a} + b \end{aligned} with Enumeration(): & \text{dist: Categorical[int]} = \text{infer}(\text{dice})
```

The law dist of the random variable dice can be computed by **enumeration** of all the possible samples.

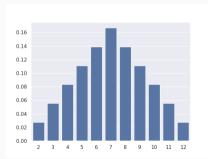


What is the law of the random variable associated to this program?

```
def dice() \rightarrow int:
    a = sample(RandInt(1, 6), name="a")
    b = sample(RandInt(1, 6), name="b")
    return a + b
with Enumeration():
    dist: Categorical[int] = infer(dice)
    print(dist.stats())
    viz(dist)
    plt.show()
```

The discrete law:

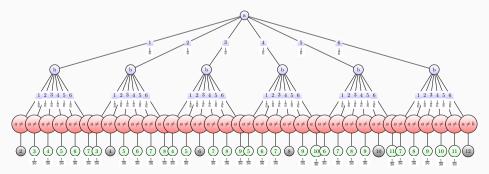
$$\begin{bmatrix} \text{dice} \end{bmatrix} : = \mathbb{P}(\text{dice}() = k) \\
 = \sum_{a=1}^{6} \sum_{b=1}^{6} \frac{1}{36} \mathbb{1}_{\{a+b=k\}}$$



```
 \begin{aligned} \text{def hard\_dice()} &\rightarrow \text{int:} \\ &a = \text{sample}(\text{RandInt}(1, 6), \text{name="a")} \\ &b = \text{sample}(\text{RandInt}(1, 6), \text{name="b")} \\ &assume \ (a != b) \\ & \text{return } a + b \end{aligned}
```

It simulates the **random variable**: "The sum of two independent fair dice, given that the output value are distinct."

The operator assume rejects samples that do not satisfy the wanted property.



What is the law associated to the program?

```
def hard\_dice() \rightarrow int:
    a = sample(RandInt(1, 6), name="a")
    b = sample(RandInt(1, 6), name="b")
    assume (a != b)
    return a + b
with Enumeration():
    dist: Categorical[int] = infer(hard_dice)
    print(dist.stats())
    viz(dist)
    plt.show()
```

The conditional law

$$\begin{aligned} & \text{[[hard_dice]]}(k) = \mathbb{P}(a+b=k \mid a \neq b) \\ & = \frac{\displaystyle\sum_{a \neq b \in \{1, \dots, 6\}^2} \frac{1}{36} \mathbb{1}_{\{a+b=k\}}}{\displaystyle\sum_{a \neq b \in \{1, \dots, 6\}^2} \frac{1}{36}} \end{aligned}$$



Principles of PPL

Monte-Carlo Simulation

```
\begin{aligned} \operatorname{def} \operatorname{disk}() &\to \operatorname{Tuple}[\operatorname{float}, \operatorname{float}] \colon \\ & x = \operatorname{sample}(\operatorname{Uniform}(-1, 1)) \\ & y = \operatorname{sample}(\operatorname{Uniform}(-1, 1)) \\ & \operatorname{assume} \ (x^{**2} + y^{**2} < 1) \\ & \operatorname{return} \ (x, y) \end{aligned}
```

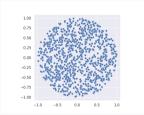
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\begin{aligned} \operatorname{def} \operatorname{disk}() &\to \operatorname{Tuple}[\operatorname{float}, \operatorname{float}]: \\ x &= \operatorname{sample}(\operatorname{Uniform}(-1, 1)) \\ y &= \operatorname{sample}(\operatorname{Uniform}(-1, 1)) \\ \operatorname{assume} \ (x^{**2} + y^{**2} < 1) \\ \operatorname{return} \ (x, y) \end{aligned}
```

It simulates the **random variable** of conditional law: "The position sampled in a uniform over a square, given that its distance to the center is strictly less than 1."

How to compute the law associated to this program ?

```
def disk() \rightarrow Tuple[float, float]:
    x = sample(Uniform(-1, 1))
    v = sample(Uniform(-1, 1))
    assume (x^{**2} + v^{**2} < 1)
    return (x, y)
with RejectionSampling(num samples=1000):
    dist: Empirical = infer(disk)
    x, y = zip(*dist.samples)
    sns.scatterplot(x=x, y=y)
```

Monte-Carlo simulation: N-sample: $(X_1, ..., X_N)$ *i.i.d.* with same law as disk



The law of large numbers The mean is the limit of the empirical mean of the N-sample:

$$\frac{1}{N}\sum_{i=1}^{N}g(X_i)\xrightarrow[N\to\infty]{}\mathbb{E}(g(X)).$$

The characteristics of the law of disk can be approximated.

```
 \begin{aligned} \text{def position(o: float)} &\rightarrow \text{Tuple[float, float]:} \\ & x = \text{sample}(\text{Uniform(-1, 1)}) \\ & y = \text{sample}(\text{Uniform(-1, 1)}) \\ & \text{d2} = x^{**2} + y^{**2} \\ & \text{observe}(\text{Gaussian(d2, 0.1), o)} \\ & \text{return } (x, y) \end{aligned}
```

```
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```

The program position models the law of "the position of a point in a square given the *noisy* measure of the square of the distance to the center."

Given the position (X, Y) a priori uniform on $[-1, 1]^2$, let us **observe** the random variable Z gaussian centered on the square of the distance to the center to (X, Y) and get the **likelyhood** of this position.

The program position models the law of (X, Y) given Z = o.

How to compute the law associated to this program ?

```
def position(o: float) \rightarrow Tuple[float, float]:

x = \text{sample}(\text{Uniform}(-1, 1))

y = \text{sample}(\text{Uniform}(-1, 1))

d2 = x^{**}2 + y^{**}2

observe(Gaussian(d2, 0.1), o)

return (x, y)

with ImportanceSampling(num_particles=10000):

dist: Categorical = infer(position, 0.5)
```

Prior $(X,Y) \sim \operatorname{Uniform}([-1,1]^2)$ Likelyhood $Z \sim \operatorname{Gaussian}(X^2 + Y^2, 0.1)$ Posterior: position (X,Y) given Z = o.

Monte-Carlo simulation

N-sample *i.i.d.* with prior law (X,Y) observe scores each execution with its likelyhood: the density of Z at o given the position (X,Y)=(x,y) the law of large numbers ensures that we can approximates the characteristics of the posterior (X,Y) given Z=o

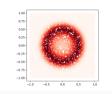


How to compute the law associated to this program?

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```

Monte-Carlo simulation:

N-sample i.i.d.: $(X_i, Y_i)_{i \leq N}$ scored with $w_i = \mathbb{P}(Z = o | (X_i, Y_i) = (x_i, y_i))$



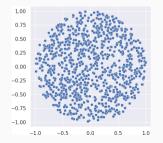
Law of large numbers: the mean is the limit of the empirical mean of *N*-samples:

$$\frac{\frac{1}{N}\sum_{i}g(X_{i},Y_{i})w_{i}}{\frac{1}{N}\sum_{i}w_{i}}\xrightarrow{N\to\infty}\frac{\mathbb{P}(Z=o|(X_{i},Y_{i})=(x,y))}{\mathbb{P}(Z=o)}=\mathbb{E}(g(X,Y)|Z=o).$$

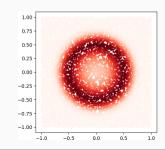
Conditioning: hard by reject and soft by scoring

```
\begin{split} \operatorname{def} \operatorname{disk}() &\to \operatorname{Tuple}[\operatorname{float}, \operatorname{float}] \colon \\ & x = \operatorname{sample}(\operatorname{Uniform}(-1, \, 1)) \\ & y = \operatorname{sample}(\operatorname{Uniform}(-1, \, 1)) \\ & \operatorname{d}2 = x^{**}2 + y^{**}2 \\ & \operatorname{assume} \ (\operatorname{d}2 < 1) \\ & \operatorname{return} \ (x, \, y) \\ \end{split} with RejectionSampling(num_samples=10000):  \operatorname{dist} \colon \operatorname{Empirical} = \operatorname{infer}(\operatorname{disk}) \end{split}
```

```
\begin{aligned} & \text{def position}(o: \text{float}) \rightarrow \text{Tuple}[\text{float}, \text{float}]: \\ & \quad x = \text{sample}(\text{Uniform}(\text{-}1, 1)) \\ & \quad y = \text{sample}(\text{Uniform}(\text{-}1, 1)) \\ & \quad d2 = x^{**}2 + y^{**}2 \\ & \quad \text{observe}(\text{Gaussian}(\text{d2}, 0.1), \text{o}) \\ & \quad \text{return } (x, y) \end{aligned} with ImportanceSampling(num_particles=10000): & \quad \text{dist: Categorical} = \text{infer}(\text{position}, 0.5) \end{aligned}
```



Monte-Carlo Simulation



Principles of PPL

Hierarchical Models

```
\begin{aligned} \text{def success(s:int)} &\to \text{int:} \\ n &= \text{sample}(\text{RandInt}(10, 20)) \\ \text{d\_success} &= \text{Binomial}(n, 0.5) \\ \text{observe}(\text{d\_success, s}) \\ \text{return n} \end{aligned}
```

```
\begin{split} \text{def success}(s\text{:int}) &\to \text{int:} \\ n &= \text{sample}(\text{RandInt}(10,\,20)) \\ d\_\text{success} &= \text{Binomial}(n,\,0.5) \\ \text{observe}(d\_\text{success},\,s) \\ \text{return } n \end{split}
```

Prior law *X* is uniform from 10 to 20

Conditional law S the number of success among X = x flips of a fair coin

Likelyhood

$$\mathbb{P}(S = s | X = n) = \text{Binomial}(n, 0.5)(s)$$

The program success models the **posterior** law: the conditional law of X given S = s.

"How many times (between 10 and 20) the fair coin has been tossed given there was s success?"

Exercises

Modeling in μ -PPL

Exercises

```
\mu–PPL is a micro probabilistic programming language:
    https://github.com/gbdrt/mu-ppl
that you can install with the command:
   $ pip install git+https://github.com/gbdrt/mu-ppl
The exercises can be done
    on paper (as during the exam),
    on your machine locally via a notebook
    or on Google Collab.
```

Mathematical tools

Random Variables

Measurable Space and Random Variables

Measurable space (Ω, \mathcal{F})

A universe Ω is a set of possible results. A σ -algebra is a set $\mathcal F$ of parts of Ω such that

$$\emptyset \in \mathcal{F}$$
 and if $A_1, A_2, \ldots \in \mathscr{F}$, then $\bigcup_{i=1}^{\infty} A_i \in \mathscr{F}$ and if $A \in \mathscr{F}$, then $A^c \in \mathscr{F}$.

A **measure** on (Ω, \mathscr{F}) is a function $\mu : \mathscr{F} \to [0,1]$ such that

$$\mu(\emptyset)=0$$
 and if $A_1,A_2,\ldots\in\mathscr{F}$ are pairwise disjoint, then $\mu\left(\bigcup_{i=1}^\infty A_i\right)=\sum_{i=1}^\infty \mu(A_i)$.

A probability measure \mathbb{P} is a measure such that $\mathbb{P}(\Omega) = 1$.

Random variable $X : \Omega \to \mathbb{R}^n$ such that

$$\forall x \in \mathbb{R}^n \ \{\omega \in \Omega \mid X(\omega) \le x\} \in \mathscr{F}.$$

The probability distribution μ of X, denoted $X \sim \mu$ is the pushforward probability measure of X on its outputs:

$$\forall U \subseteq \mathbb{R}^n, \ \mu(U) = \mathbb{P}(X^{-1}(U)) = \mathbb{P}(\{\omega \in \Omega \mid X(\omega) \in U\})$$

Discrete Random Variable

Definition

A random variable $X : \Omega \to \mathbb{R}$ is discrete if it take a countable number of values.

The probability mass function (PMF) of a discrete random variable X is a function $f: \mathbb{R} \to [0,1]$ such that: $f(x) = \mathbb{P}(X = x) = \mathbb{P}(\{\omega \in \Omega \mid X(\omega) = x\})$.

Discrete Random Variable

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The mean (expected value), written $\mathbb{E}(X)$ of a discrete random variable X is:

$$\mathbb{E}(X) = \sum_{x} x \, \mathbb{P}(X = x) = \sum_{x} x \, f(x)$$

when the sum exists (it is always the case when X > 0).

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If $g:\mathbb{R}\to\mathbb{R}$ measurable and X is a discrete random variable, then g(X) is a discrete random variable

$$\mathbb{E}(g(X)) = \sum_{x} g(x) \ \mathbb{P}(X = x)$$

How to represent Discrete Probability Distributions

Data Structure:

Support: output values

Mass functions : probability associated to each value

Mean: when there is an analytic value

Operations:

Random generator i.e. sampling

Approximated expected value given or computed by Monte-Carlo simulation

Example of discrete random variables

Bernoulli $X \sim \mathcal{B}(p)$

Toss of a coin of bias p.

Binomial $X \sim \text{Bin}(n, p)$

Sum of tosses of n coins of bias p.

Empirical/Uniform $X \sim \text{Uniform}(xs)$

Every value in xs is equally likely.

Categorical $X \sim \mathcal{C}(xs, ps)$

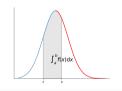
Value xs[i] has probability ps[i].

Continuous random variable with density

Definition

A random variable $X:\Omega\to\mathbb{R}$ is continuous with density (absolutely continuous with respect to Lebesgues measure) if its cumulative distribution function: $F(x)=\mathbb{P}(\{\omega\mid X(\omega)\leq x\})$ can be described by the integral of $f:\mathbb{R}\to[0,\infty]$ called the probability density function (PDF) of X:

$$F(x) = \mathbb{P}(X \le x\}) = \int_{-\infty}^{x} f(u)du$$

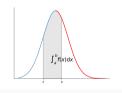


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The mean, denoted $\mathbb{E}(X)$ of the continuous random variable X is defined by the integral when it exists:

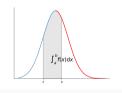
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How to represent Discrete Continuous Probability Distributions

Data Structure:

Support: potential output values

Mass Probability density function: probability associated to each interval

Mean: when there is an analytic value

Operations:

Random generator i.e. sampling

Approximated expected value given or computed by Monte-Carlo simulation

Example of continuous random variables

Uniform $X \sim \mathcal{U}(a, b)$

with density function $f_X(x) = \frac{1}{b-a}$ if a < x < b, 0 otherwise.

Gaussian $X \sim \mathcal{N}(m, \sigma)$

with density function $f_X \frac{1}{\sigma \sqrt{2\pi}} \exp{-\frac{1}{2}(\frac{x-\mu}{\sigma})^2}$.

Mathematical tools

The Law of Large Number

Sample mean and law of large numbers

Sample mean: The sample mean of a random variable is obtained by simulation:

compute *n* samples denoted x_1, \ldots, x_n . compute the mean $\frac{1}{n}(x_1 + \cdots + x_n)$.

Random generator: it is sufficient to have a random generator for categorical substitutions with support $\{1, \ldots, n\}$.

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Law of large numbers: The sample mean approximate the mean.

If X_1, \ldots, X_n are independent identically distributed (i.i.d.) and the mean of g(X) is finite, then

$$\frac{1}{n}\sum_{i=1}^n g(X_i)\to \mathbb{E}(g(X))$$

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$$\frac{1}{n}\sum_{i=1}^n g(X_i) \to \mathbb{E}(g(X)) \qquad \frac{1}{n}\sum_{i=1}^n X_i \to \mathbb{E}(X)$$

Monte-Carlo simulation and the law of large numbers

A **Probabilistic program** is the random variable that values are the outcome of the program execution. If the program has no **effect**, then its executions are i.i.d. Then:

Monte-Carlo simulation and the law of large numbers

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Law of large numbers:

Run n times the probabilistic program

Store the outputs x_1, \ldots, x_n .

Compute $\frac{x_1+\cdots+x_n}{n}$ that approximates $\mathbb{E}(X)$ and $\frac{g(x_1)+\cdots+g(x_n)}{n}$ that approximates $\mathbb{E}(g(x))$

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Monte-Carlo Simulation: histograms approximate distributions:

For a random variable X,

$$\frac{1}{n}\#(\{i|x_i=x\}) \text{ approximates } \mathbb{E}(\chi_{X=x}) = \mathbb{P}(X=x)$$

$$\frac{1}{n}\#(\{i|a\leq x_i\leq b\}) \text{ approximates } \mathbb{E}(\chi_{a\leq X\leq b}) = \mathbb{P}(a\leq X\leq b)$$

Mathematical tools

Bayes Law

Marijuana and the army

During Vietnam war in 1975, how to evaluate the proportion of smokers.

Experiment: To the question "do you smoke?", a soldier toss a coin:

If the coin is HEADS, she answers yes (even if she does not smoke), If the coin is TAIL, she answers the truth.

Thus, the answer can be yes either if the output is HEADS or if she smokes.

Observed Results: 200 answers, 160 yes and 40 no

What is the probability that a soldier smoke?

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Marijuana and the army - privacy

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What is the probability that a soldier smokes if she answered yes?

$$\mathbb{P}\left(\begin{array}{c|c} & \\ & \end{array} \right) = \frac{\mathbb{P}\left(\begin{array}{c|c} \\ & \end{array} \right) \mathbb{P}\left(\begin{array}{c|c} \\ & \end{array} \right)}{\mathbb{P}\left(\begin{array}{c|c} \\ & \end{array} \right)}$$

Conditional Probability

Definition

The conditional probability is defined when $\mathbb{P}(B) > 0$, then

$$\mathbb{P}(A \mid B) = \frac{\mathbb{P}(A \cap B)}{\mathbb{P}(B)}.$$

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$$\mathbb{P}(A \mid B) = \frac{\mathbb{P}(A \cap B)}{\mathbb{P}(B)}.$$

Two events A and B are independent when one hence all equivalent properties are satisfied $\mathbb{P}(A) = \mathbb{P}(A|B)$ or $\mathbb{P}(B) = \mathbb{P}(B|A)$ or $\mathbb{P}(A \cap B) = \mathbb{P}(A)\mathbb{P}(B)$.

Conditional Probability

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Properties

if
$$\mathbb{P}(B) > 0$$
, then $\mathbb{P}(A) = \mathbb{P}(A|B)P(B) + \mathbb{P}(A|B^c)P(B^c)$.
if B_1, B_2, \dots, B_n is a partition Ω , then

$$\mathbb{P}(A) = \sum_{i=1}^{n} \mathbb{P}(A|B_i)\mathbb{P}(B_i)$$

Interlude theoretic - Bayes Law

Bayes Law

$$\mathbb{P}(B|A) = \frac{\mathbb{P}(A|B)\,\mathbb{P}(B)}{\mathbb{P}(A)}$$

Bayes Formula

$$\mathbb{P}(B|A) = \frac{\mathbb{P}(A|B)\,\mathbb{P}(B)}{\mathbb{P}(A|B)\,\mathbb{P}(B) + \mathbb{P}(A|B^c)\,\mathbb{P}(B^c)}$$

Generalization, if $\mathbb{P}(A) > 0$ and B_1, B_2, \dots, B_n is a partition of Ω such that $\forall i \mathbb{P}(B_i) > 0$, then

$$\mathbb{P}(B_j|A) = \frac{\mathbb{P}(A|B_j)P(B_j)}{\sum_{i=1}^{n} \mathbb{P}(A|B_i)\mathbb{P}(B_i)}$$

Bayes Law - Programs tests and bugs



Nethods for Hackers, C. Davidson-Pilon.

A programmer writes code and tests and wonders: Are there bugs in my code?

A is the event there is NO bug and $\mathbb{P}(A) = p$.

X is the event all tests are passed.

assume that there is a 50% chance that the tests are passed given that there is a bug.

What is the probability $\mathbb{P}(A|X)$ of the event there is no bug given that all the tests are passed?

Bayes Law - Programs tests and bugs



Probabilistic Programming and Bayesian Methods for Hackers, C. Davidson-Pilon.

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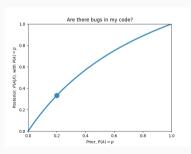
What is the probability $\mathbb{P}(A|X)$ of the event there is no bug given that all the tests are passed ?

$$\mathbb{P}(X) = \mathbb{P}(X,A) + \mathbb{P}(X,\overline{A})$$

$$= \mathbb{P}(X|A)\mathbb{P}(A) + \mathbb{P}(X|\overline{A})\mathbb{P}(\overline{A})$$

$$= 1 \cdot p + 0.5 \cdot (1-p) = \frac{p+1}{2}$$

$$\mathbb{P}(A|X) = \frac{\mathbb{P}(X|A)\mathbb{P}(A)}{\mathbb{P}(X)} = \frac{2p}{1+p}$$



Discrete

Bayes Law

$$\mathbb{P}(Y = y | X = x) = \frac{\mathbb{P}(X = x | Y = y) \mathbb{P}(Y = y)}{\mathbb{P}(X = x)}$$

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Bayes Formula

$$\mathbb{P}(Y = y | X = x) = \frac{\mathbb{P}(X = x | Y = y) \mathbb{P}(Y = y)}{\sum_{b} \mathbb{P}(X = x | Y = b) \mathbb{P}(Y = b)}$$

Discrete

Bayes Law

$$\mathbb{P}(Y = y | X = x) = \frac{\mathbb{P}(X = x | Y = y) \, \mathbb{P}(Y = y)}{\mathbb{P}(X = x)}$$

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Continuous

Bayes Law

$$f_{Y|X}(y|x) = \frac{f_{X|Y}(x|y) f_Y(y)}{f_X(x)}$$

Discrete

Bayes Law

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Bayes Formula

$$f_{Y|X}(y|x) = \frac{f_{X|Y}(x|y) f_Y(y)}{\int_{-\infty}^{\infty} f_{X|Y}(x|y) f_Y(y) dy}$$

Theoretical Interlude - Conditional Law

Joint Distribution: Let X and Y be two random variables. Their joint distribution function is given by

$$F(x, y) = \mathbb{P}(X \le x, Y \le y)$$

X and Y are jointly continuous with density if there is joint probability density function f such that

$$F(x,y) = \int_{-\infty}^{y} \int_{-\infty}^{x} f_{X,Y}(u,v) du dv$$

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Let us define conditional density function by:

$$f_{X|Y}(x|y) = \frac{f_{X,Y}(x,y)}{f_Y(y)}$$

Mathematical tools

Importance Sampling

How to compute the law associated to this program?

 $\begin{aligned} & \text{def success}(s:\text{int}) \to \text{int:} \\ & n = \text{sample}(\text{RandInt}(10, 20)) \\ & \text{observe}(\text{Binomial}(n, 0.5), s) \\ & \text{return n} \end{aligned}$ $& \text{with ImportanceSampling}(\text{num_particles=100}): \\ & \text{dist: Categorical} = \text{infer}(\text{success}, 10) \end{aligned}$

Monte-Carlo simulation:

N-sample (X_1, \ldots, X_N) independent identically distributed with law X uniform on 10 to 20.

Weight: likelyhood $w_i = \mathbb{P}(S = s | X_i = n_i)$

Bayes Formula:

$$\mathbb{P}(X=n|S=s) = \frac{\mathbb{P}(S=s|X=n) \ \mathbb{P}(X=n)}{\mathbb{P}(S=s)} = \frac{\mathbb{P}(S=s|X=n) \ \mathbb{P}(X=n)}{\sum_{k=10}^{20} \mathbb{P}(S=s|X=k)\mathbb{P}(X=k)}$$

Law of Large Number: The mean is the limit of the empirical mean:

$$\frac{\sum_{i=1}^{N} g(X_i)w_i}{\sum_{i=1}^{N} w_i} \xrightarrow[N \to \infty]{} \mathbb{E}(g(X)|S = s).$$

Mean approximation

Loi des grands nombres: $h(X_i) = w_i = \mathbb{P}(S = s | X_i)$

$$\lim_{N\to\infty}\frac{1}{N}\sum_{i=1}^N h(X_i)=\mathbb{E}(h(X))=\sum_{k=10}^{20}\mathbb{P}(S=s|X=k)\mathbb{P}(X=k)=\mathbb{P}(S=s)$$

Loi des grands nombres: $\rho(X_i) = \frac{w_i g(X_i)}{\mathbb{P}(S=s)}$

$$\lim_{N \to \infty} \frac{1}{N} \sum_{i=1}^{N} \rho(X_i) = \mathbb{E}(\rho(X)) = \sum_{k=10}^{20} \frac{\mathbb{P}(S = s | X = k) \mathbb{P}(X = k) g(k)}{\mathbb{P}(S = s)}$$
$$= \sum_{k=10}^{20} \mathbb{P}(X = k | S = s) g(k) = \mathbb{E}(g(X) | S = s)$$

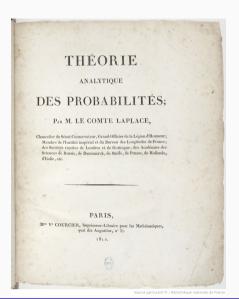
Conclusion:

$$\frac{\sum g(X_i)w_i}{\sum w_i} \xrightarrow[N\to\infty]{} \mathbb{E}(g(X)|S=s).$$

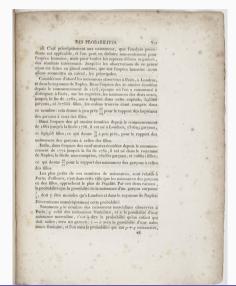
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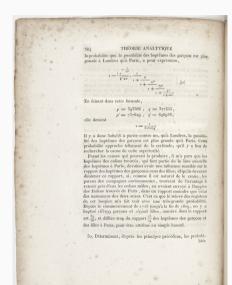
A historical example

Laplace problem



What is the probability that the proportion of boys over girls is greater in Paris than in London in the XVIIIth century?





A probabilistic program modeling the Laplace problem

```
def laplace(f1: int, g1: int, f2: int, g2: int) \rightarrow float:
   p = sample(Uniform(0, 1), name="p")
   q = sample(Uniform(0, 1), name="q")
   observe(Binomial(f1 + g1, p), g1)
   observe(Binomial(f2 + g2, q), g2)
   return q > p
# Paris 1745 - 1784
fp = 377555
gp = 393386
# Londres 1664 - 1758
fl = 698958
gl = 737629
with ImportanceSampling(num_particles=100000):
   dist: Categorical = infer(laplace, fp, gp, fl, gl)
   print(dist.stats())
```

Conclusion

Expected knowledge and skills

Probabilistic Programming Languages (PPL)

Lecture notes (in french) ejcim.pdf

Take home

Inference is **intractable** in general.

Modelling a conditional random variable with a μ PPL program and program hierarchical models.

Inference algorithms such as enumeration and importance sampling construct a discrete probability distribution that can represent exactly or approximate the law associated to the program.

Importance sampling follows Monte-Carlo simulation which produces correct approximation thanks to the Law of Large Numbers.

Next time:

Discrete Probabilistic Programs modeling, inference, syntax and semantics.